



How To Paint
Ultramarines Captain



Blue Armor & Face

Welcome to the Ultramarine Masterclass Guide.

This guide is more like a process report, so you can jump around in the order until complete.

Start by painting the entire model with GW Base Macragge Blue. I used an airbrush to apply one thin coat, and then a broad brush to apply another coat. The reason I chose to use GW paints is that Macragge Blue, the iconic color of the Ultramarines, is a very unique paint. It looks like a very dark blue in normal conditions, but when it's strongly lit, it looks normal blue. So in real life, it will appear to your eyes to have a slightly more purplish hue than it does in the photos.



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Use Vallejo Game Color Elfic Blue to mark the areas of the armor that reflect light. You can also use Calgar Blue like GW recipe, but I don't like the GW paint pots, so I used Vallejo. Be careful not to set the reflection range too wide. This is because the less Macragge Blue coverage you have, the original feel of the Ultramarines going away.



Blue Armor & Face

Dilute Vallejo Game Color Elfic Blue + GW Base Macragge Blue (1:1) and glaze the boundaries of the color until you get a smooth result.

Since Macragge Blue is quite a thick paint, you may lose some of the Elfic Blue coverage while glazing. In this case, you can go back to using only Elfic Blue and glaze the areas you want to emphasize.

Glazing isn't a difficult technique. You only need to do is dipping your paintbrush into the diluted paint, wiping off the excess, and painting over the boundaries of the color.



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The secret is the wiping off the excess paint.

Imagine wiping your desk with a damp towel. If you were to dip the towel in water and use it directly, excess water will flood your desk. So you squeeze the towel to wring out the water, and make it “damp” – not “wet”.

Glazing works exactly the same way. If paint is too much on the brush, excess water will flood your minis and leave stain. But if you using damp brush with small amount of diluted paint, its will be smooth glazing.



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At this point, I stopped painting the blue armor and started painting the face, as I wasn't sure how much to highlight the armor to make it blend in with the surroundings.

Stupidly, I forgot to turn on the front light when I took the photo at this point, so the photo came out dark.

Start by painting the entire face with Vallejo Model Color Burned Flesh, then use Vallejo Model Color Reddish Flesh to mark the areas that are receiving light.



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Glaze with Vallejo Model Color Burned Flesh + Vallejo Model Color Reddish Flesh (1:1) to soften the lines, leaving the deepest wrinkles untouched.

Miniatures look better with a little more exaggeration than a real face. Additionally, I used AK 3rd Tenebrous Gray to mark the areas where the eyes will be.



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Use AK 3rd Radiant Flesh + Vallejo Model Color Reddish Flesh (3:1) to mark the areas where the light is more intense. Radiant Flesh is a bright and warm color, unlike the skin paints we've used so far, so it will be very noticeable.

At the same time, use AK 3rd Deck Tan to paint the whites of the eyes. When painting the eyes, it's best not to use a very light white color because first, the whites of the eyes are not pure white, and secondly, they are easily shadowed by the bone in the brow area.



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Glaze the boundaries of the color again using AK 3rd Radiant Flesh + Vallejo Model Color Reddish Flesh (1:1). The skin doesn't need to be as smooth as the armor, so take it easy when glazing, a little mistake or error can actually add to the realism of the skin.

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Use AK 3rd Basic Skin Tone to paint the lightest areas of the skin, then mix in some AK 3rd Radiant Flesh for glazing. Given that the right side of the face is covered by the armor, I painted it so that the color tapers off sharply to the right. I also painted the inside of the mouth with AK 3rd Burnt Red.



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Now that the face is almost done, it's time to paint the surround area. I painted the entire area that will be the hair with AK 3rd Brown Base, and then painted the hair with AK 3rd Orange Brown + Brown Base (2:1). I chose this paint because I wanted a reddish blonde color, but you can use a different color if you prefer. Additionally, use AK 3rd Deck Tan to paint the teeth. I drew the teeth one by one, but you can also just draw a line.



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Now paint the hair using AK 3rd Orange Brown + AK 3rd Buff (1:2).

You can then mix some AK 3rd Ice Yellow into this paint to give it some sparkle. Also paint the armor around the face with the same paint as before. I also recommend taking a picture at this point. I realized that I needed to fix things like my eyes, teeth, and brow, because taking a picture often reveals problems that you can't see with your eyes.





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I used the paints I had previously used to correct the issues I had identified. I used the darker skin tones to paint in the in-jung, corrected the eyes with Deck Tan and painted in the lower teeth. I also used the glazing technique with AK 3rd Buff + AK 3rd Ivory (1:1), which is barely noticeable, to paint in the hair where it shines the most. Glazing can be used to erase the boundaries of a color, but it's also great for adding subtle hues like this.



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Now we're going to paint the gold parts. First, paint the entire area that will be gold with AK 3rd S.C.C No. 1A Very Dark Brown, then use AK 3rd Orange Brown to mark the areas that will shimmer in the light.



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Use AK 3rd S.C.C No. 1A Very Dark Brown + AK 3rd Orange Brown (1:1) to paint the areas that will be the middle color, and then dilute the same paint for glazing, leaving the Very Dark Brown for the deepest shadows.



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Use AK 3rd Sand Yellow to mark the areas that will catch the light and shine, then glaze the color border with AK 3rd Sand Yellow + AK 3rd Orange Brown (1:1). When you're done, you should end up with something like the left side.



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Now do some edge highlighting with AK 3rd Sand Yellow. Once the edges are highlighted, the metallic look is much more vivid. For darker areas that are more like shadows, you can use a mixture of Sand Yellow with a little Orange Brown instead of pure Sand Yellow.



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Use AK 3rd Ice Yellow to accentuate the sparkle. If you use too much Ice Yellow, it will make the metal look white instead of sparkling, so use it sparingly and only in important areas. Afterwards, if there are any areas where the color boundaries are noticeable, you can dilute and glaze with Sand Yellow.



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Starting in the middle of the gold color, apply a thin layer of GW Contrast Fuegan Orange to the shadow area. After about 2 coats, you should have a gold color with a slight reddish tinge.

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Next, we'll paint the details, using AK 3rd Burnt Red to shape the red color and AK 3rd Deck Tan to shape the white color. When painting the white, it's important to be patient and go over it in several thin coats. Don't try to get the shape too perfect the first time, focus on getting a rough shape like the checkered pattern on the left.





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Paint all the white areas with AK 3rd Grimy Gray again, then refine the shape. You can tweak it a bit using different colors so that only the vertices are touching. I used AK 3rd Blood Red for the red and GW Base Macragge Blue for the blue.



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That's it for this part of the guide. The rest of the details will follow in Part 2.

Thanks!